

Disney
PIRATES *of the*
CARIBBEAN
AT WORLD'S END



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

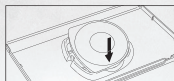


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

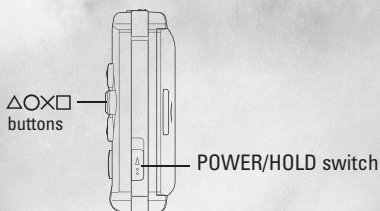


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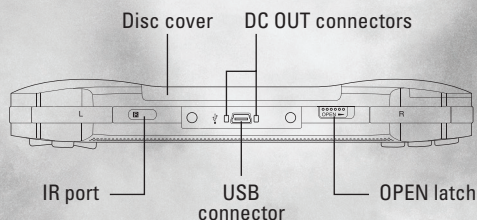
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Disney Pirates of the Caribbean: At World's End* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

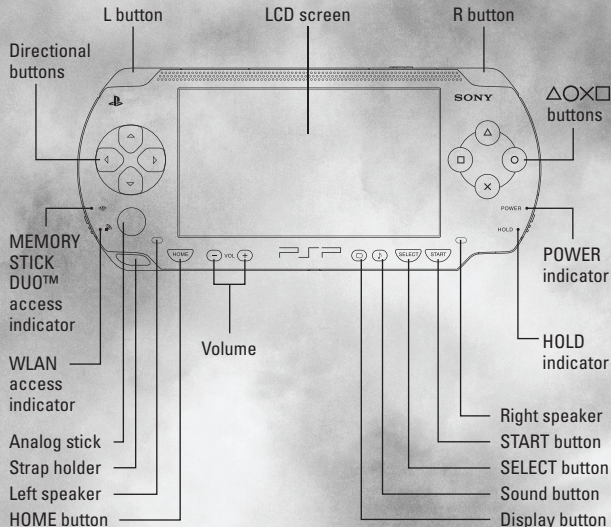
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via a connection to a Wireless Local Area Network (WLAN).

Ad Hoc Mode

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

Game Sharing

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® system Game in their PSP® system.

BASIC CONTROLS

Analog stick ... Move

- ⓧ ... Light / Fast Attack
- Ⓚ ... Heavy / Slow Attack
- Ⓞ ... Close Attack or Combo Attack
(see Signature Move)

△ ... Action / Interact

Ⓛ ... Block / Special Attack

Ⓡ ... Use Secondary Item

← button ... Select Flintlock

→ button ... Select Throwing Knives

⬆ button ... Select Grenades

⬇ button ... Select Health

START button ... Pause / Options

SELECT button ... Inventory / Objectives / Sub-mission

HOME button ... Quit Game / Home Menu

MENU CONTROLS

Analog stick ... Highlight Item

ⓧ ... Select Item / Advance to Next Screen

Ⓞ ... Cancel / Return to Previous Screen

START button ... Start Game

INTRODUCTION

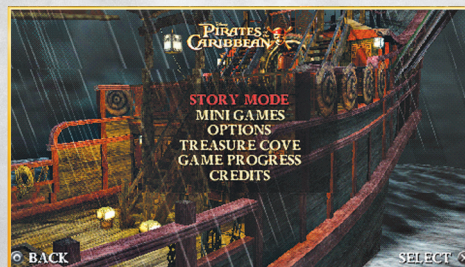
Welcome all. Come aboard the Black Pearl, where you can follow the pillaging and plundering tales of Captain Jack Sparrow. He's trying to carve his own name and place in history as the most notorious pirate that ever lived. But the mighty East India Trading Company has different ideas. Under the iron fist of Lord Cutler Beckett, they are determined to stamp out piracy and take complete control of the highly profitable trading waters throughout the Caribbean. To preserve his freedom and his seafaring way of life, Jack must do battle in the only way he knows how:

"Take what you can, and give nothing back."

PLAYING THE GAME

After pressing the **START** button, you will be asked if you want to start a new game or load an existing game. Select **NEW GAME** to begin or, if you have already played and saved a game, select **LOAD GAME**, then press the **ⓧ** button to confirm.

You can now select one of the following options:



Highlight the selection you want with the **analog stick** or **directional buttons**, then press the **ⓧ** button to confirm.

STORY MODE

This is the main game mode. If you have already loaded a saved game, select **CONTINUE** to carry on where you left off. If you want to start a new game, select **NEW GAME**. If you have already loaded a saved game, you can revisit a level you have already cleared by selecting **REPLAY LEVEL**. Press the **ⓧ** button to confirm.

Once you've cleared a level you can choose to replay it and complete any sub-missions or find any collectibles that you haven't discovered yet. The level select screen shows you anything that you've missed.

You're now ready to help Captain Jack Sparrow become the most notorious pirate that ever sailed the high seas and, in the process, protect the world of piracy from the evil intent of the East India Trading Company.

During the game you'll play as Captain Jack Sparrow, Will Turner, Elizabeth Swann, and even the legendary Captain Barbossa.

Once you've played through certain levels, these and other characters will be unlocked and usable for replaying through completed Story Mode stages.

GETTING AROUND

Running

Move your character using the analog stick.

Climbing

Anything you can climb will be highlighted by a glowing circle. When standing near the object press the **△ button** to start the climb and use the analog stick to climb up or down. You will automatically get off when you get to the top or bottom.

A glowing circle or exclamation point will appear above important objects and people that you can interact with. Move close and press the **△ button** to interact. This includes flipping switches, climbing, or swinging from ropes and using ladders.



SWORDFIGHTING (A.K.A. SWASHBUCKLING)

As this is a game about pirates, it's fair to say there's plenty of fighting. But pirates don't just swordfight, they swashbuckle. Learn to use the environment to your advantage if you want to even up the odds a bit. See advanced swashbuckling below.

When you get into a fight, which will be often, you'll stay locked on to an enemy. If you're fighting more than one opponent, simply flick the **analog stick** towards a different opponent to start fighting them instead. It's a good idea not to focus on one opponent too much, as you don't want to give the others a chance to stick a sword in your back.

Stamina
(Black Pearls) Health
Shots Left
(Secondary Item)



Light Attack

Pressing the **× button** initiates a light/fast attack. It's not that powerful, but allows you to get lots of hits in very quickly.

Heavy Attack

Pressing the **□ button**, initiates a heavy/slow attack. This attack has a longer build up that can leave you open to attack yourself. However, if you manage to time your attack correctly, you will inflict a lot of damage.

Tip!

Use combinations of light and heavy attack to make your attacks more effective. Example, knock an enemy off balance with a light attack and then finish him off with a heavy attack!

Close Attack

Press the **□ button** when very close to an enemy will attempt to perform a grab, kick, or distraction move. Run up to an enemy and press the **□ button** without attacking!

Combo Attack

Each Character has 4 combo attacks that can help you get out of sticky situations:

Focus Attack	× + × + ○	This attack unleashes a powerful attack in one direction. It is useful against very tough enemies.
Range Attack	× + □ + ○	This attack unleashes an attack in all directions. It is not very powerful but can give you some breathing space when you are surrounded by enemies.
Barge Attack	□ + × + ○	This attack unleashes a powerful barge attack that will send your enemy flying to the ground. You can also use this to barge enemies off ledges.
Block Breaker	□ + □ + ○	This attack unleashes a focused attack that will break any blocking move. This is very useful for those enemies with persistent defensive tactics.

BLOCKING (AND STRAFING)

Pressing the **L button** will block an incoming attack. If you HOLD the **L button** you can maintain a defensive stance and, using the **analog stick** you can move (strafe) around. When moving around you will automatically target the nearest opponent and if they attack you will automatically block.

SPECIAL ATTACKS

A clever fighter uses more than his sword to win the battle. Learn to upset your opponent's balance to gain a tactical advantage:

Stun

To stun the enemy and leave them open to attack, press the **L button** and back (away from your opponent) using the **analog stick**.

Side Step (or Olé)

To side step their attack, press the **L button** and left/right (relative to your opponent) using the **analog stick**. Try this near to a wall or edge with a steep drop as the outcome will probably be to your advantage. Open barrels come in handy here too!

Kick

To kick them back where they came from, press the **L button** and forwards (towards your opponent) using the **analog stick**.

Counter Move

While blocking (holding the **L button**) press **× button** and you will unleash an unstoppable counter move.

IMPORTANT!

Every time you block or try a Special Attack you will use up some of your stamina as indicated by the Black Pearls on your HUD. When you run out of pearls, you will no longer be able to block or perform a special attack. Release the **L button** and your stamina will start to replenish.

FIGHTING WITH AN ALLY

Sometimes you'll end up fighting alongside an ally. In these scenarios, timing your attacks with each other is extremely important. Help your heroes defeat their enemies by following the on-screen prompts. Don't delay as timing is crucial. Making a mistake may cost you a life... possibly yours!



SECONDARY ITEMS AND INVENTORY

During your adventures, you'll find valuable loot and weapons dropped by defeated enemies, and also hidden in some barrels.

In addition to a sword, each character can carry four items:

Health Boosts	↓	Health is represented by a chicken.
Throwing Knives	→	These are very fast but not very powerful.
Flintlock	←	The flintlock is your trusty pistol. It is slow to aim but quite powerful.
Grenades	↑	Grenades require skill in your aim but the explosive effect is devastating.

Press the appropriate button and your HUD will change to show the selected item. Press the **R** button to use the selected item. The amount of items you have is denoted by the number underneath the item on your HUD. You can also check your inventory by pressing the **SELECT** button.

SUB-MISSIONS

These vary from finding a specific quantity of Spanish Gold coins, demonstrating your swashbuckling skill, or getting slapped by a number of spurned lovers! Completing these missions will open up more rewards in your 'Treasure Cove'.

Look for characters with exclamation points (!) over their heads. Move closer and press the **Δ** button to speak to them. You can choose whether or not to offer them your help.

'JACKANISM'

Occasionally, when playing as Jack, you'll be given the opportunity to help him react to a situation in his own eccentric way by performing a 'Jackanism'. Performing for the crowds will give him even more fame and notoriety, as well as a tactical advantage in the approaching fight. You also unlock a special item from the treasure cove.

You use similar sequences of **button** presses and **analog stick** movements as when you're fighting with an ally. Follow the on-screen prompts as fast as you can as timing is important.

Be careful though as you only have one attempt. Failing a 'Jackanism' will leave you in a worse situation than before, maybe facing even more opponents.

NOTORIETY

To become the most notorious pirate that ever lived, Jack will have to strike fear and admiration into the hearts of his enemies and the general populace of the Caribbean.

You can earn notoriety in a number of ways: defeating enemies, varying your swordfighting tactics, triggering certain events, completing sub-missions, and performing a 'Jackanism'.

There are 3 types of notoriety

Overall notoriety

This always increases and is an indication of how well you are doing.

Level notoriety

This is an indication of how well you are doing on a level and is reset every time you replay a level.

Combat notoriety

This is an indication of how well you are doing in combat.

There are 10 Notoriety Ranks:

Poor	Good
Wastrel	Pirate
Bilge Rat	Sea Dog
Scurvy Knave	Sea Devil
Scoundrel	Pirate Lord
	Pirate King
	Legendary Pirate

You can check your notoriety level at the end of each stage in Story Mode or on the Inventory screen. It also is displayed briefly on screen every time it increases.

MINI-GAMES

There are three Mini-Games to play: Poker, Pirate Dice and Davy's Hearts. Poker and Pirate Dice are available in both Story Mode and from the Mini-Game menu. Davy's Hearts is an unlockable extra that is only available in the Mini-Game menu.

Story Mode

During Story Mode, look out for characters with an exclamation point (!) above their heads. Some of them will offer or challenge you to play. You can accept or decline the invitation but remember: you may be required to play in order to complete a sub-mission or unlock an item from the treasure cove (see page 24).

Single Player Mode

From the mini-game menu, select **SINGLE PLAYER** then choose one of the three mini-games.

This is a 'free play' mode that allows you to play without risking any of your hard earned loot. When you have selected a game, you are presented with a set of options. Make your choices then press the **X** button to begin.

Note: By default, Davy's Hearts is not available until it is unlocked in Story Mode.

Multiplayer Mode

From the mini-game menu, select **MULTIPLAYER** then choose either **AD HOC MODE** or **GAME SHARING**.

Ad Hoc Mode

This is the multiplayer mode for 2 to 4 players using the Wireless capabilities of your PSP® system. Each participating player needs to have the *Disney Pirates of the Caribbean: At World's End* UMD™ in their PSP® system. The player who starts the game is the host and can set all the parameters for the game. Follow the on screen instructions to set up a multiplayer game. When all players have connected to the host, the game can begin.

Game Sharing

This is a special multiplayer mode for 2 to 4 players using the Wireless capabilities of your PSP® system. Only one player needs to have the *Disney Pirates of the Caribbean: At World's End* UMD™ in their PSP® system and they can transmit a simplified version of each mini-game to each connected PSP® system. The options are restricted but it allows players who do not own the *Disney Pirates of the Caribbean: At World's End* UMD™ to enjoy a small taste of the full game.

Follow the on screen instructions to set up a game sharing multiplayer game.



PIRATE DICE

Pirate dice is a unique version of bluff: each player takes turns to guess the total number of dice rolled on the gaming table showing the same face numbers.

How To Play Pirate Dice

There are several stages to each game of pirate dice. In each stage you can bet and change tactics according to how your opponent's play:

1. You enter a stake in the game, which is the amount of loot you need to use in order to play. In story mode, your stake is automatically determined.
2. Your dice are then automatically shaken within their cup and the cup is upturned on the table, hiding your dice. All other players do the same.

3. You now automatically check your dice to see what you've rolled.
4. The player selected to start must now bid as to the number of dice under all cups showing a particular face number, for example five dice showing the number '3'.
5. The next player now has three options:
 - A. **BID** (guess)
 - I. Bid a number that is higher than the previous player or:
 - II. Bid the same number of dice, but a higher value on the face of the dice.

For example: if the previous player bid 5 dice showing the number 3 on the face, you can bid 6 or more dice showing the number 3 on the face, or 5 dice showing the number 4 or higher on the face.

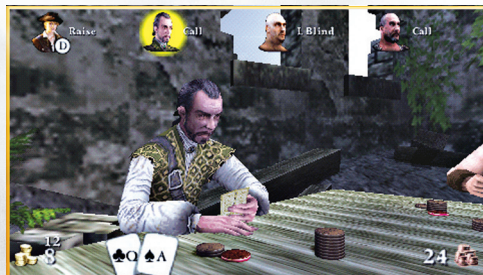
B. LIAR

- I. If you do not agree with the previous bid you can call the player who made that bid a liar. If you call the previous player a liar and you're wrong, you will lose some of your loot. If you call the previous player a liar and you are correct, the previous player will lose some loot.

C. EQUAL

- I. If you believe that the previous bid was correct then you can agree with their bid. If you are incorrect then you lose some of your loot. If you are correct then the previous player will lose some loot.

6. When you lose all of your loot you're out of the game. This applies to any of the players.
7. The winner is the last person left in the game. The winner takes the loot that all the players entered at the start of the game.



POKER

This is a poker game based on Texas Hold ‘Em rules.

Even if you already know how to play poker, it is recommended that you read this section:

Round: Games are divided into rounds. A round consists of a sequence of card deals and/or bets so that every player around the table has a chance to place a bet or fold (discard your cards and forfeit interest in the current pot).

Dealer: This is the player who ‘deals’ the cards. It is done automatically for you, but you should note that the ‘dealer’ position moves one player to the left at the end of every game of poker. Usually every player is the ‘dealer’ at least once.

Blind: This describes the forced bet that every player has to make at the start of each game. The blinds serve a purpose in which players are forced to put money into the pot which gives the players an incentive to enter the hand. However, only two players will post or put up the blinds. The first blind is called the “small blind”. This bet is usually half the minimum bet of the game. The second blind is called the “large blind” and is always the same size as the game’s minimum bet. The player directly left of the dealer will have the “small blind,” while the player directly to the left of the small blind will have the “large blind”. When setting up multiplayer games, the hosting player can choose the amount of loot for the initial blind and the amount that each blind is increased by.

Hole: Refers to the first two cards dealt face down to each player at the start of each round. You are the only one who can see what’s on the cards in your own hole.

Hand: A hand is any combination of up to five cards from your hole and the community cards.

Flop: This is the three cards dealt face up onto the middle of the table after each player has received their hole cards.

Turn Card: The fourth card that is dealt face up in the middle of the table.

River Card: The fifth card that is dealt face up in the middle of the table.

Community: This describes all the cards laid face up in the middle of the table. Eventually a total of five community cards will be face up on the table.

How To Play Poker

1. At the start of each game, every player automatically enters their blind bet into the pot (the total sum in the middle of the table that you are trying to win):
 - A. However, at the end of this and every other round, you have the option to quit (fold) should you desire to leave the game. You will only lose any loot that you have already placed in the pot.
2. Each player is then dealt two cards at random from the deck. The two cards that you receive form your hole.
3. There is then a second stage of betting (optional):
 - A. Here, you have the option to try and bully your opponents by entering a large stake, signifying that you feel you have a strong hand, or at least try and make them believe that you do.
 - B. You also have the option of quitting the round by folding and letting the others players remain in the game.
 - C. You may also need to wager an amount of loot merely to stay in the game.

4. The three cards forming the ‘flop’ are automatically dealt on the table.
5. There is a third stage of betting (optional).
See point 3 above.
6. A fourth card is then dealt (turn card).
7. There is a fourth stage of betting (optional).
See point 3 above.
8. A fifth card is then dealt (river card).
9. There is a fifth stage of betting (optional):
 - A. Here, you have the option to try to bully any remaining opponents by entering a large stake, signifying that you feel you have a strong hand, or try and make them believe that you do.
 - B. You may also need to wager an amount of money merely to stay in the game.
10. Once the final round of betting is finished, all remaining players automatically reveal their cards. A combination of your hole and the community cards forms your hand. The player with the best hand wins the pot.

At each stage of betting you can decide whether you wish to remain in the game. Should you decide to stay in the game, the amount of gold needed to remain in the game will be automatically allocated. You then decide whether you want to raise this amount as part of your betting tactics. If you do not wish to raise, you simply pass the betting onto the next player.

RULES FOR POKER

A ranking of poker hands from royal flush to high card.

Standard five-card poker hands are ranked here in order of strength, from the strongest poker hand to the weakest:

Royal Flush

The best possible hand in poker: Ace, King, Queen, Jack, and 10, all of the same suit.

Straight Flush

Any five-card sequence in the same suit. For example: 8, 9, 10, Jack, and Queen of Clubs; or 2, 3, 4, 5 and 6 of Diamonds, etc.

Four-Of-A-Kind

All four cards of the same value. For example: 8, 8, 8, 8; or Queen, Queen, Queen, Queen, etc.

Full House

Three of a kind combined with a pair. For example: 10, 10, 10 with 6, 6; or King, King, King with 5, 5, etc.

Flush

Any five cards of the same suit, but not in sequence. For example: 4, 5, 7, 10 and King of Spades.

Straight

Five cards in sequence, but not in the same suit. For example: 7 of Clubs, 8 of Clubs, 9 of Diamonds, 10 of Spades, and Jack of Diamonds.

Three-Of-A-Kind

Three cards of the same value. For example: 3, 3, 3; or Jack, Jack, Jack.

Two Pair

Two separate pairs. For example: 2, 2, Queen, Queen.

Pair

Two cards of the same value. For example: 7, 7.

High Card

If a poker hand contains none of the above combinations, it's valued by the highest card in it.

DAVY'S HEARTS

Davy's Hearts is a simple card game where you try to avoid collecting cards from the hearts family suit.

When you join a game you buy a pot for a set amount of loot, for example 100 gold pieces. Every time you collect a heart you lose a gold piece to the central pot. For example, the 4 of hearts would cost you four gold. The game is over when one player loses all the gold in their pot.



HOW TO PLAY DAVY'S HEARTS

At the start of the game, each player is automatically dealt 13 cards, called a hand.

At the start of each round you must pass three cards from your hand to another player. You will automatically receive three different cards back in turn.

Move the blue cursor across the cards you want to give away and press the **X button** to select each one. When all three cards have been selected they are 'passed' to another player in a specific sequence.

The order for passing the three cards is:

Round 1	Pass cards to the player's right
Round 2	Pass cards to the player's left
Round 3	Pass cards to the player opposite
Round 4	No passing. Player keeps the cards they have
Repeat	Back to round one and repeat

The player holding the 2 of clubs card starts the game by playing that card. To play this or any card, move the blue cursor across your hand and select a card with the **X button**.

Players then take turns to play their own card by going clockwise around the table - this pile of cards is called the trick. When a player has played a card you must select a card of the same suit from your hand. Other cards will not be available to select at this time. If you have no cards of the same suit only then you can choose any card. See 'Rules for Davy's Hearts' on page 20.

Every time you collect a heart you lose a gold piece to the central pot. The game is over when one player loses all their gold to the central pot.

At that point, the remaining players each automatically take a percentage of the central pot. Your percentage is determined by how much gold you have left in your own pot. The player who lost all of their gold gets nothing.

	Amount of remaining Gold	Player's Pot Plus:
1st	Most amount (or Fewest Hearts)	50% of central Pot
2nd	Next highest amount	35% of central Pot
3rd	Least amount	15% of central Pot
4th	Player who lost all of their gold	Nothing

You can exit a game at the end of each round. You will keep any gold that you have left in your own pot.

Rules For Davy's Hearts

- The player holding the 2 of Clubs card starts the game by placing this card on the table.
- Each player must then play a card of the same suit – this pile of cards is called the Trick.
- Once every player in the game has laid a card into the trick, the player who played the highest-numbered card in the same suit as the trick's starting card takes the trick and puts it to one side.
- Whichever player won the last trick begins the next. This time however, they can lead with any suit.
- If a player cannot follow the particular suit, they can play a suit of their choice.
- Players are only allowed to lead with a heart if someone played a heart in the prior trick, because he or she couldn't follow suit.
- Continue playing until all 13 tricks have been played.
- Points for each trick are calculated and displayed on the screen: 1 point for each heart held. If a player has a queen of spades they must add 13 points. These points, as a value in gold, are deducted from the player's pot.
- The deck is shuffled and dealt again for the next round of play.

CHEATING

Not all pirates play fair. So, to tip the game in your favor the voodoo priestess, Tia Dalma, has given you a way to cheat.

She's made some special magic charms. You'll find them when playing through the story mode, by locating secret areas or by completing certain sub-missions.

There are 24 to collect – 12 for use in Poker, and 12 for use in Pirate Dice. There are also 12 available for use in Davy's Hearts but they are not collectable – they are randomly dealt to you. All the charms and their effects are listed on the inventory screen.

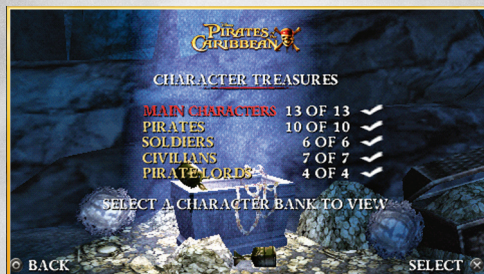
If you're playing a mini-game during story mode you can select three charms to use from the ones that you've already collected. Only charms already on your play list can be used in the game. If you're playing in ad hoc multiplayer mode, you'll have three randomly dealt to you.

Some charms can be powered up to increase their effect. You are given this option at the start of each mini-game. Be careful, as some power ups take time to charge and won't be available until a later round of that game. Powering up allows them to affect one, two, or three opponents at the same time, and can even make them unstoppable.

OPTIONS

Adjust various game settings, such as volume. Pressing the **START** button during the game will also give you access to some of these options.

TREASURE COVE



The treasure cove is where Jack has stashed his ill-gotten gains.

The cove is split up into 5 sections:

- Character Treasures
- Location Treasures
- Charm Cards
- Bonus Treasures
- Achievements

Press left or right to highlight a section and press the **X** button to enter.

Check this area out when you want to know what secrets you've discovered. Each treasure item is labelled, whether or not you've unlocked it yet, so you always know what you have to do to gain that particular world.

By gaining notoriety and completing challenges throughout the game, you can unlock characters, game modes, charm cards and concept artwork.

Each treasure item is labelled, whether or not you've unlocked it yet, so you always know what you have to do to gain that particular reward.

GAME PROGRESS & CREDITS

These areas allow you to view your high scores, such as notoriety gained and loot collected, and the game production credits.

SAVING AND LOADING

At the end of each level you are asked if you would like to save your progress. When you load a Save game from the main menu, you will be taken to the level immediately following the one on which you saved, i.e. if you saved at the end of level 2 you'll start at the beginning of level 3 when you load.

You may turn off the PSP® system at any time and the game will be held in a Pause state until turned on again.